

# Summer Coding Camp

## Background

In partnership with Panenka Education, Code Rhythm has arranged The Summer Coding Camp, an immersive online and physical two-week program for kids aged 5 to 17. Running from Monday to Friday, this bootcamp is designed to spark creativity and enhance technical skills in young minds.

### 01. Animation

Students learn the fundamentals of both 2D and 3D animation, including character design, motion, and storytelling.

### 02. Programming Projects (Python)

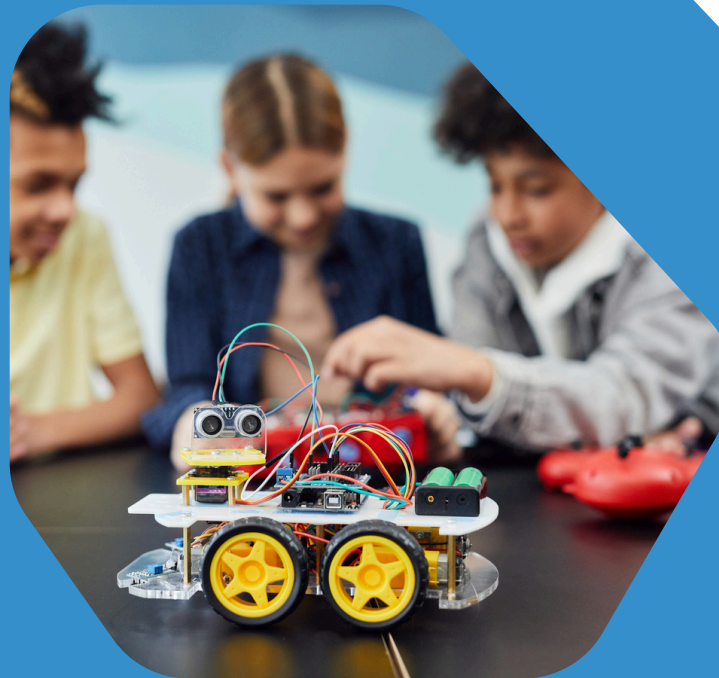
Students will engage in a series of coding projects that teach them the basics of Python.

### 03. Dance

Students learn to communicate through body language and improve their physical fitness.

## Mission

Our mission is to blend technology with creative arts, providing children with a unique platform to explore physical fitness, creative expression, and technical skills.



## Location

Nairobi Art Center, Lavington  
Nairobi, Kenya

## Daily Schedule

Each of the three topics we teach runs for 45 minutes with a 15 minutes breaks between them.

**Morning Session:** 9:00am - 12:00 noon

**Afternoon Session:** 1:00pm - 4:00pm



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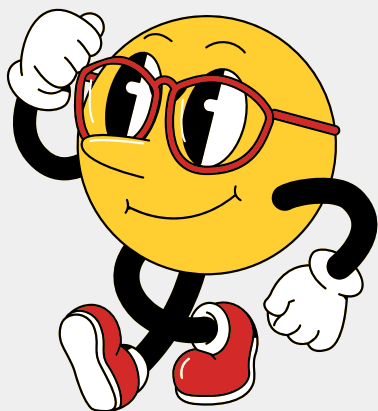
# Animation

Animation is a powerful medium that combines art and technology to create moving images. In this module, students learn the fundamentals of both 2D and 3D animation, including character design, motion, and storytelling.

By working on progressively challenging projects, students gain hands-on experience in bringing their creative visions to life.

## Curriculum Breakdown

- Day 1:** Create a Basic 2D Animated Character
- Day 2:** Animate a Simple Walk Cycle
- Day 3:** Develop a Short 2D Animated Scene
- Day 4:** Add Sound Effects to Animations
- Day 5:** Create a 2D Animated Story
- Day 6:** Model a Simple 3D Object
- Day 7:** Animate a 3D Character
- Day 8:** Develop a Short 3D Animation
- Day 9:** Add Lighting and Textures to 3D Animations
- Day 10:** Final Animation Project Showcase



# Programming Projects (Python)

Python is an excellent starting point for young coders due to its simplicity and versatility. In the Programming Projects module, students will engage in a series of coding projects that teach them the basics of Python. Each project is designed to be fun and educational, helping students develop problem-solving skills and logical thinking.



## Curriculum Breakdown

- Day 1:** Write a Simple Python Program (Hello World)
- Day 2:** Develop a Basic Calculator
- Day 3:** Create a Simple Guessing Game
- Day 4:** Design a Text-Based Adventure Game
- Day 5:** Develop a Basic Drawing App with Turtle Graphics
- Day 6:** Build a Simple Chatbot
- Day 7:** Create a Basic Web Scraper
- Day 8:** Develop a Small Data Visualization Project
- Day 9:** Create a Simple GUI Application
- Day 10:** Final Python Project Showcase

# Dance



## Why Dance

Dance introduces students to the expressive world of movement and rhythm. Through various dance styles, students learn to communicate through body language and improve their physical fitness. This module not only teaches dance techniques but also explores the intersection of movement and creativity, allowing students to express themselves in a unique and dynamic way.

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